

HOW TO BUILD THE CITY IN A COOPERATIVE WAY?

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PREPARATION PROCESS



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how can we involve future citizens in the plans that we make now?

TOM FRANSEN
SELF BUILDER | PATCH 22



it's better to collaborate with self-minded builders to see if you can be more sustainable

FRANK ALSEMA
SELF BUILDER



if you really want to be sustainable think in circles

OUTCOME

HACK THE CITY, HACK THE FUTURE

"with enthusiasm and passion you care about the neighborhood and you win..."

"we don't own the information, we share it..."

"It's not just policy makers, planners and urban designers, but also artists, environmentalists, sociologists, economists, geographers, historians, etc... on a common platform along with the voices of citizens..."



MATCH MAKING



INTRODUCTIONS



BUILDING PHASE



COLLABORATIONS



INNOVATIONS



EVALUATION

SUMMARY

In developed and developing countries alike, cities are increasingly conflicted at the nexus of globalization and localization – a geo-political and socio-economic phenomena affecting the changing conditions of our cities today. From inflated markets to segregation of land, housing and supporting service infrastructure calls urgently now

for a synergistic exchange between top-down and bottom-up processes. The new role of the urban planner is not just about planners and designers. It is about an interdisciplinary way of working. Planning sustainable cities in the future is not achieved by collaboration amongst disciplines. We believe, as young urban planners and designers that it is

about place, resources, technology and money. To that end, 'How to build the city in a cooperative way?' workshop in Amsterdam focuses in the facilitation and prioritization of interdisciplinary dialogues across urban research, planning and design between professionals, experts, developers and citizens connecting theory and practice. This workshop is an

FUTURE

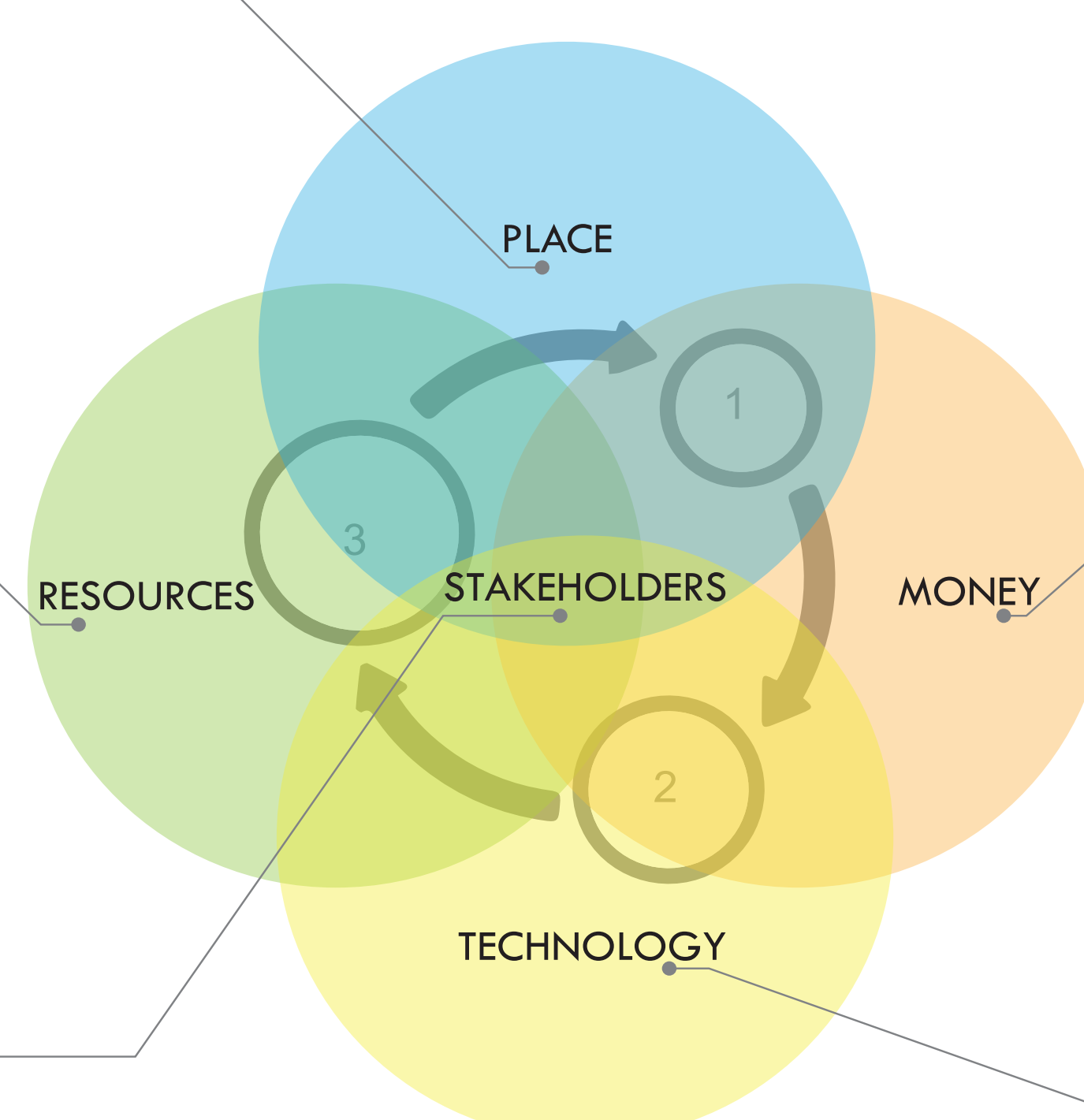
active platform seeking to bridge the gaps that currently exist in urbanism through cooperative and collaborative, human-centered processes – the planning and design of urban initiatives with an in-depth understanding of end-users and key stakeholders in the life-cycle of any city development project.

Central to this workshop is the 'real-time' participatory gaming session, co-delivered by Play the City and Pakhuis de Zwijger for Buiksloterham in Amsterdam. The workshop supports new planning tools and frameworks underpinned by methodical analysis and evaluation of challenges and opportunities using 'Cooperative Urbanism'. In doing so, it generates key discourses as applicable to the wider conference and effectively engages with complex and contemporary urban issues. The platform urges YPPs to rethink and innovate urban processes in the face of changing conditions to integrate institutional and local initiatives, meet the needs of the market actors and empower communities to co-create cities – making urban environments inclusive, safe and sustainable for all.

physical space
land
soil
infrastructure
nature
water

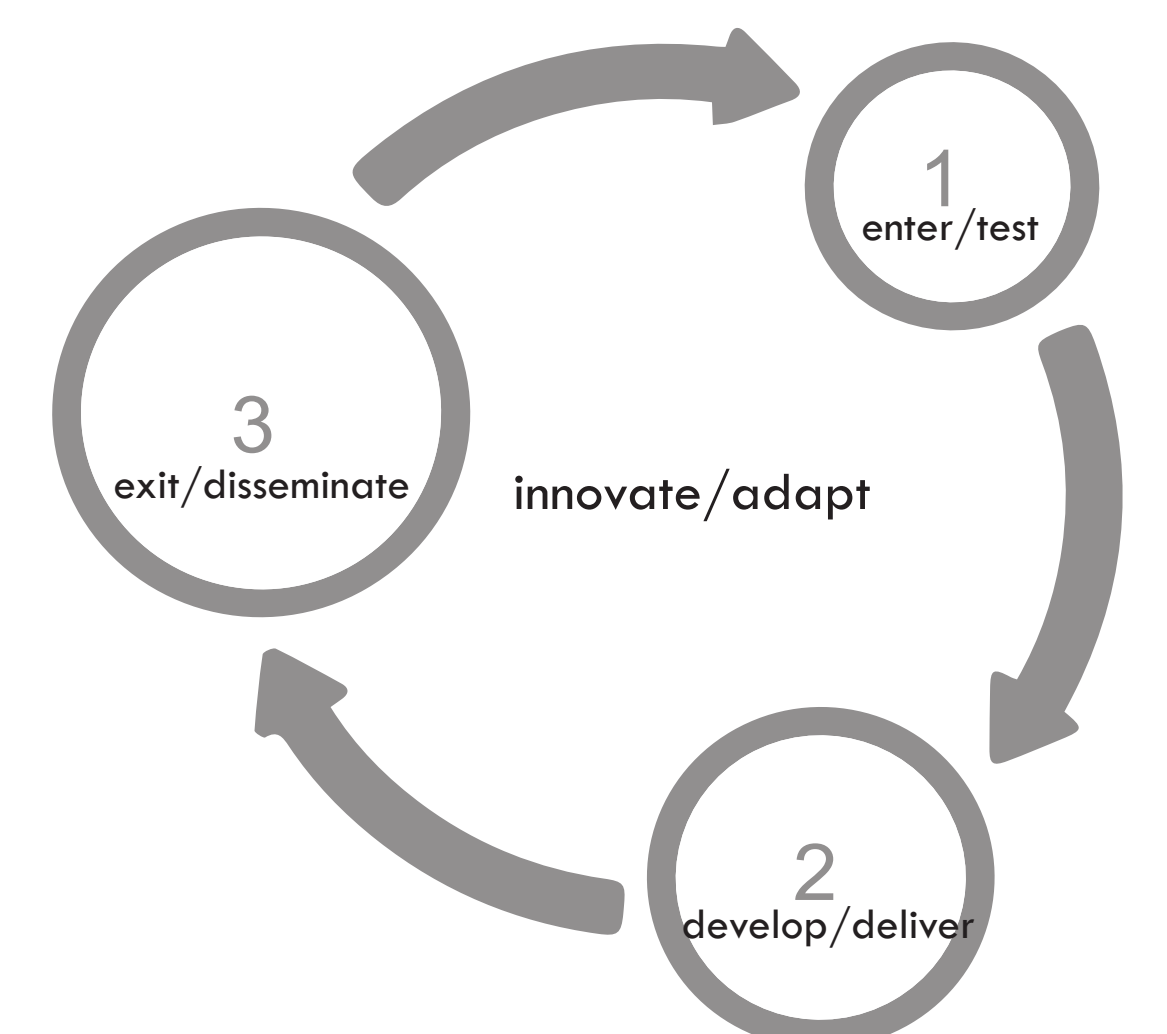
climate-resilience
clean energy
water management
waste
food systems

local citizens
community managers
technical experts
building developers
academicians
public sector
private sector



private investor
banks
market actors
real estate
government
self-financers
startups

big data sharing
knowledge transfer
smart solutions
electricity
light
heating and cooling
public utilities



1 early incubation
2 scaling
3 mass adoption